



## INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification <sup>6</sup> : <b>H04N 7/24</b>		<b>A1</b>	(11) International Publication Number: <b>WO 98/44737</b>
			(43) International Publication Date: 8 October 1998 (08.10.98)
(21) International Application Number: PCT/IB98/00266		(81) Designated States: JP, European patent (AT, BE, CH, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE).	
(22) International Filing Date: 2 March 1998 (02.03.98)		<b>Published</b> With international search report. Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.	
(30) Priority Data: 08/829,124 28 March 1997 (28.03.97) US			
(71) Applicant: KONINKLIJKE PHILIPS ELECTRONICS N.V. [NL/NL]; Groenewoudseweg 1, NL-5621 BA Eindhoven (NL).			
(71) Applicant (for SE only): PHILIPS NORDEN AB [SE/SE]; Kottbygatan 7, Kista, S-164 85 Stockholm (SE).			
(72) Inventors: BALAKRISHNAN, Mahesh; Prof. Holstlaan 6, NL-5656 AA Eindhoven (NL). CARON, Cedric; Prof. Holstlaan 6, NL-5656 AA Eindhoven (NL).			
(74) Agent: GROENENDAAL, Antonius, W., M.; Internationaal Octrooibureau B.V., P.O. Box 220, NL-5600 AE Eindhoven (NL).			

## (54) Title: METHOD FOR SEAMLESS SPLICING IN A VIDEO ENCODER

## (57) Abstract

A method of achieving seamless switching of digitally compressed signals. The method includes the steps of identifying the point in a video signal where splicing to a second video signal is desired, and thereafter, maintaining adherence to certain parameters in the encoder buffer to ensure that the input signal is not being compressed at a rate that causes either underflow or overflow in the encoder buffer. The method also includes the steps of constraining the upper bound of the encoder buffer to ensure that data is not being outputted from the encoder buffer to the decoder buffer too slowly so as to cause an underflow of data in the decoder buffer. The method may also include the steps of constraining the lower bound of the encoder buffer to ensure that data is not being outputted from the encoder buffer to the decoder buffer too quickly so as to cause an overflow of data in the decoder buffer.

